

# THE GAME

## MAD GAMES PRESENTS "SPELLBOUND"

The first in a new generation of arcade and adventure style games using a unique window menu system.

All command choices can be made by moving a pointing finger to the required choice on a menu, then selecting it by pressing space. In this way quite complex commands can be built up easily using only three keys.

### Controls

Joystick or Keys:-

- |   |               |                    |
|---|---------------|--------------------|
| A | - Cursor Up   | } (When in a Menu) |
| Z | - Cursor Down |                    |
| N | - Left        |                    |
| M | - Right       |                    |
| A | - Jump        |                    |

Space or Fire Button to enter a menu and accept option in a menu.

You are Magic Knight, the hero of Finders Keepers. Your tutor Gimbal the Wizard has been trying out some very old spells to make his rice pudding taste nicer, unfortunately the scribes who translated the spells from very ancient English to slightly ancient English made some mistakes with the wording and Gimbal is in trouble.

The spell sent Gimbal to the mythical Castle of Karn and dragged seven innocent people with him. As Gimbal becomes trapped he projects a last faint message back to you across the time stream. I've taught you enough to rescue us all. Magic Knight, you are our only hope!!

Clue: Red Herring may be useful.

**Hold down control and press the small ENTER Key.**

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